



LIGHTS OUT™

PREPARE FOR WHAT HAPPENS AFTER DARK FALL™



THE
ADVENTURE
COMPANY

LIGHTS OUT™

PREPARE FOR WHAT HAPPENS AFTER DARK FALL™

Introduction	2
System Requirements	2
Installation Instructions	2
Uninstall Instructions	3
Main Menu	4
Game Screen	5
The Activity Bar	6
The Inventory Bar	6
Saving Your Game	6

Loading a Saved Game	6
Quit Out of the Game	7
Cursor Explanations	7
Credits	8
Product Warranty	9
Technical Support	10
License Agreement	11
Epilepsy Warning	13



THE
ADVENTURE
COMPANY

Introduction

Many lives have been lost on the lethal rocks surrounding the harbor town of Trewarthan. Mysteriously, a thick fog covers the land and the silence is shattered by the sound of a ghostly foghorn. Suddenly, the faithful light of Fetch Rock Lighthouse is plunged into darkness.

Follow Benjamin Parker, a young cartographer, sent to map the area, and Polly White, a ghost hunter determined to make contact with “the beyond,” as you explore the Lighthouse in four different time periods.

Use supernatural investigative techniques and realistic ghost hunting gadgets to reveal the evil presence that threatens Fetch Rock. Together you must defeat the evil that hides in the mist and uncover the mystery of Lights Out.

System Requirements

OS: Windows® 98/ME/2000/XP
CPU: Pentium® III 450 MHz or Better Processor
RAM: 128 MB RAM (256 MB Recommended)
CD-ROM: 24x CD-ROM Drive (or PC DVD Drive)
Video: SVGA Graphics Card or better with 32-Bit Color (32-Bit Color at 800x600)
Sound: DirectX® 9 Compatible Sound Card
Other: Mouse / Keyboard / Speakers

Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert the Dark Fall: Lights Out CD into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Install.exe (i.e.: D:\Install.exe)

Or

- a) Double-click on 'My Computer.'
 - b) Right-click on the CD-ROM drive with the Dark Fall: Lights Out CD and select 'Open' to access the contents of the CD.
 - c) Double-click on the 'Install' file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.
 4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
 5. To launch the game, from the Windows® desktop, select:

Start ➤ Programs ➤ The Adventure Company ➤ Dark Fall ➤ Lights Out

Uninstall Instructions

To uninstall Dark Fall: Lights Out, complete the following actions:

At the Windows® desktop, select:

Start ➤ Programs ➤ The Adventure Company ➤ Dark Fall ➤ Uninstall Lights Out

Main Menu

At the Main Menu you may access the following:



New Game

Begin a new game

Load Game

Load a previously saved game

Credits

A list of all the people who made the game

Quit

Exit out of the game

Game Screen

Activity Bar



Inventory Bar
(shown here with some
collected items)

The Activity Bar

During gameplay, a black bar will reside at the top-most portion of the screen.

From the Activity Bar, you will be able to Save your game, Load a saved game or Quit out of the game.

The Inventory Bar

During gameplay, there will be numerous items that you will collect into inventory. These inventory items will be stored on the Inventory Bar and are visible during gameplay. It is also from the Inventory Bar that you will be able to select the inventory item you wish to use during gameplay. Select the item you wish to use by clicking on it. If it is the correct item, it will enter into the gameplay screen.

Saving Your Game

On the left-hand-side of the Activity Bar, you will see three words: "Save," "Load" and "Quit." Click "Save" to Save your progress. You will then need to select a location in which to save and name your saved game.

Please note: As Dark Fall: Lights Out is a challenging game, we recommend that you save your game often!

Loading a Saved Game

To load a previously saved game, click the word "Load" on the Activity Bar. You will access the location you previously chose to save your games. Double-click on the name of the saved game you wish to load and you will be taken to that area of gameplay.

Quit Out of the Game

To quit out of the game, click on the button named "Quit" on the Activity Bar.

Cursor Explanations



Right Direction Icon:

Indicates that you may move your character to the right.



Examine Icon: Indicates that you can view a close-up of this area of gameplay.



Left Direction Icon: Indicates that you may move your character to the left.



Action Icon: Indicates that an action is possible.



Forward Direction Icon:

Indicates that you may move your character forward.



Pick-up Icon: Indicates that you can pick-up an object to examine it.



Backward Direction Icon:

Indicates that you may move your character backward.



Neutral Icon: Indicates that no action is possible.

Credits

**Written, Produced and
Created by:**

Jonathan Boakes

Music and Sound

Design by:

Jonathan Boakes

**Except Dark Fall IV
(Menu Theme)**

Composed and

Performed by:

Jan Kavan

Cast:

Malakai:

Jonathan Boakes

Robert Demarion:

Himself

Robert Shaw:

Matt Clark

James Woolf:

Jonathan Boakes

Polly White:

Joanne White
Boakes

Ghost Girl Child:

Morgan White

Ghost Boy Child:

Myles White

**Ghost whispers, groans
and grunts:**

The Cast

Telephone Voice:

Philip Philippou

**Jonathan would also
like to thank:**

Philippou Philip, for
the use of "Bright
Spark," and "The
Ballad of Tom
Oliver."

Matt Clark for being
the greatest support
during this
adventure.

Wilfred Gibson, for
writing the "Ballad
of Flannan Isle,"
upon which this
adventure was
based.

THE
ADVENTURE[®]
COMPANY

President & CEO

Richard Wah Kan

VP Marketing

Marshall Zwicker

Executive Producer

Robert Stevenson

Producer

Luc Verdier

Product Manager

Byron Gaum

Creative Director

Desmond Oku

Graphics Department

Manager

James Meecham

Graphic Design and

Layout

Edward Hatim

PR Coordinator

Tara Reed

**Quality Assurance
Testing:**

QA Manager

Mike Adams

QA Lead

Chris Nesbitt

QA Staff

Dan Dawang

Chris Elliott

Anthony Finelli

Ryan Gavel

Vassiliki T. Kontoulis

Adrian Miller

PRODUCT WARRANTY

The Adventure Company will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please note: Add US\$2.00 for each additional disc).

Please be sure to include the following:

- Full Name
- Address, City, State/Province, Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

DREAMCATCHER INTERACTIVE INC.

END-USER SOFTWARE LICENSE AGREEMENT

Copyright © 2004 DreamCatcher International Inc.

This Software License Agreement ("Agreement") is a legally binding agreement between DreamCatcher International Inc. ("DreamCatcher") and you. Please read the Agreement carefully before using the software. If you have any questions about it, we encourage you to seek independent legal advice. By clicking on "NEXT" you are agreeing to be bound by the terms of this Agreement (by law, clicking on the "NEXT" button constitutes a valid signature). If you do not agree to be bound by the terms of this Agreement, please cancel the installation of this application and return the product to your point of purchase for a refund.

1. License. DreamCatcher grants you a non-exclusive, non-transferable limited license to use, for your own personal, non-commercial use, the application(s), demonstrations, data files, graphic images, and other software, whether on disk, compact disc, in read-only memory, or on any other media (the "Application Software"), and the related documentation. ("License").

2. Intellectual Property. While you own the media on which the Application Software is recorded, DreamCatcher retains all rights to the Application Software and related documentation. The Application Software contains copyrighted material, trade secrets, trade marks and other proprietary material which is protected by intellectual property laws. The copying, redistribution, selling or publication of any part of the Application Software is strictly prohibited.


3. Representations and Warranties. You represent and warrant to DreamCatcher as follows:

- (a) You are responsible for supplying your own equipment and operating system for using the Application Software, and for keeping it in good working order, at your own expense;
- (b) You will use the Application Software for your own personal entertainment and not for any commercial purpose;
- (c) You will not copy, decompile, reverse engineer or disassemble the Application Software, or otherwise reduce the Application Software to a human-perceivable form;
- (d) You will not modify, network, rent, lease, distribute or create derivative works based upon the Application Software in whole or in part;
- (e) You will not electronically transmit the Application Software from one computer to another or over a network;
- (f) You will not make any attempts to discover the source code of the Application Software, or create any derivative works.

4. Termination. This Agreement is effective until terminated. You may terminate this Agreement at any time by destroying the Application Software and related documentation and all copies thereof. DreamCatcher can terminate this Agreement at any time if it determines you have failed to comply with any provision of this Agreement. Upon receiving notice of termination from DreamCatcher, you must immediately destroy the Application Software and related documentation and all copies thereof.

5. DreamCatcher Media Warranty. DreamCatcher warrants that for one year from date of original purchase, the compact disc used to distribute the Application Software shall be free of all manufacturing defects. Additionally, for the same one year period, DreamCatcher will replace, free of charge, any compact disc that may be damaged in any way. You must return the defective or damaged compact disc along with proof of purchase and signed warranty card. A postage and handling charge of US\$8.00 must accompany the order. (Please note: Add US\$2.00 for each additional disc.)

6. Disclaimer of Warranty on Application Software. The Application Software and related documentation are provided AS IS and without warranty of any kind, and DreamCatcher expressly disclaims all warranties, expressed or implied, including but not limited to, the implied warranties of non-infringement, merchantability and fitness for a particular purpose. DreamCatcher does not warrant that the functions contained in the Application Software will meet your requirements, nor that the operation of the Application Software will be uninterrupted or error-free, or that defects in the Application Software will be corrected. Furthermore, DreamCatcher does not warrant or make any representations regarding the use or the results of the use of the Application Software or related documentation in terms of their correctness, accuracy, reliability, or otherwise. No oral or written information or advice given by DreamCatcher or a DreamCatcher-authorized representative shall create a warranty or in any way increase the scope of this warranty. Should the Application Software prove



defective, you (and not DreamCatcher or a DreamCatcher-authorized representative) assume the entire cost of all servicing, repair or correction. You expressly acknowledge and agree that use, quality and performance of the Application Software is at your sole risk.

7. Limitation of Liability. Under no circumstances, including negligence, shall DreamCatcher, its shareholders, subsidiaries, officers, directors or employees be liable for any indirect, incidental, special or consequential damages that result from this Agreement or your use or inability to use the Application Software or related documentation, even if DreamCatcher or a DreamCatcher-authorized representative has been advised of the possibility of such damages. In no event shall DreamCatcher's total maximum liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the total amount paid by you for the Application Software. Any allowable claim must be brought against DreamCatcher no later than sixty (60) days after the date of the event giving rise to such claim.

8. Indemnity. You agree to indemnify and hold harmless DreamCatcher, its shareholders, subsidiaries, officers, directors and employees in respect of any claims, demands, causes of action, liability, damages, costs, fines, expenses (including legal fees) that result directly or indirectly from your use or misuse of the Application Software or any violation of this Agreement.

9. Governing Law, Language and Severability. This License shall be governed by and construed in accordance with the laws of the province of Ontario and any disputes arising from this Agreement shall be adjudicated in the courts of the province of Ontario. The original version of this Agreement is in English, and any interpretation will be based on the English text. In the case of any discrepancy between a translated version and the English text, the English version will prevail. If for any reason a court of competent jurisdiction finds any provision of this Agreement or portion thereof to be unenforceable, that provision shall be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement shall continue in full force and effect.

10. Complete Agreement. This License constitutes the entire agreement between DreamCatcher and you with respect to your use of the Application Software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this Agreement will be binding unless in writing and signed by a duly-authorized representative of DreamCatcher.

© 2004 Jonathan Boakes, exclusively licensed to DreamCatcher International Inc. Package design © 2004 DreamCatcher Interactive Inc. The Adventure Company design and mark are trademarks of DreamCatcher Interactive Inc. The ratings icon is a trademark of the Entertainment Software Association. Software platform logo™ and © IEMA 2004. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Made in Canada.

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.



THE
ADVENTURE[®]
COMPANY

www.AdventureCompanyGames.com

BTC406BK